

PROJECT MAGMA

MYTH II: SOULBLIGHTER

Version 1.5.1

Table Of Contents:

1. Introduction
2. Installation
3. Are you new to Myth II?
4. Playing Online
5. Changes from version 1.5.0
6. Credits

1. Introduction

Myth II version 1.5.1 began as a bugfix update, correcting some annoying errors that slipped through the testing in 1.5.0. As it generally happens, new ideas were proposed and some excellent new features were added. What started as a two-month development project became more than six months, but we believe the results are well worth it.

Gameplay is very similar to 1.5.0. Some of the remaining quirks such as “journeyman double-healing” and “archer moonwalking” have been addressed, but otherwise we have left gameplay alone.

The most significant benefits come from OpenGL rendering on Windows, which eliminates the problems with flickering cursors and rendering/input lag on certain hardware that have plagued Myth II since its release, along with the new Autohost feature and the ability to use non-Qwerty keyboard layouts on the Mac. A comprehensive list of everything changed in this update can be found below, under section “**5 Changes from version 1.5.0**”.

Be sure to visit <http://projectmagma.net> for information, discussions and plugins to download.

2. Installation

BE SURE YOU HAVE MYTH II Soulblighter Installed! If you do not have Myth II Soulblighter already installed, please install it from the installation CD that you purchased and then install the 1.5.1 update. *You do not need to apply any other update patches before upgrading to 1.5.1!*

- a) Download the Myth II 1.5.1 installer archive for your operating system from http://projectmagma.net/m2_update.shtml
- b) Run the installer. It will place the appropriate files in their proper locations in order to update your copy of Myth II to version 1.5.1.

3. Are You New to Myth II?

Myth is an addictive battlefield strategy game with great depth of gameplay that never grows stale. Unlike other RTS games, Myth wastes no time with growing crops, collecting taxes and raising armies. It cuts right to the chase and focuses on the fighting itself. Nor is Myth a game purely for those with lightning reflexes and rapid key-pressing skills, as success depends just as much on intelligent foresight, planning and use of formations and terrain. Add to this an immersive solo campaign, the ability to play over the internet even with a slow connect plus a plethora of high quality 3rd-party plugins (along with tools to make your own) and you have a game that will keep you entertained for years to come.

The best place to begin is the Myth II Manual which can be found on your CD. Most of the contents of the Introduction section are now obsolete – Bungie no longer owns Myth or offers support and you cannot play on bungie.net anymore (details on where you *can* play are listed under *4. Playing Online* below). However, the rest of the Manual is an excellent guide to the game. If you get tired of reading and what to get your hands dirty, fire up the game and play the Tutorial.

By way of background, Myth II was released by Bungie in 1998 as a sequel to the first game in the series, Myth TFL (1997). Bungie released Patch 1.3 of Myth II in 1999. In 2002 members of the Myth player community obtained the sourcecode to the game, and in 2003 a series of updates were released (1.3.2, 1.4, 1.4.1 through to 1.4.4) that brought many enhancements including the ability to run under Mac OS X using OpenGL. 1.5 includes all features offered in these updates, corrects some bugs they introduced and provides many new enhancements. The following sections list the changes from the previous version of Myth II...



4. Playing Online

Free online play is available on either of the two most popular Myth II gaming servers. For more information on obtaining an account for either of these services, please visit their web sites located at:

<http://www.playmyth.net>
<http://www.mariusnet.com>

Each service requires a separate set of plugin files be installed in order to play on their respective services. Be sure to read all of the information regarding getting your account set up and your computer configured to play on their game servers.

5. Changes from version 1.5.0

5.1 Important New Features

- a) OpenGL rendering is available for the first time under Windows.
- b) You can now set Myth II to host multiplayer games automatically using the new "Autohost" feature. To enable it, hold Shift while clicking New Game in multiplayer.
- c) Games will now load significantly faster as a result of careful optimization.
- d) You will now see player %'s on the unit detach menu, eliminating the need for using F7 when detaching units to teammates.
- e) The ability to choose difficulty level has been added to the New Game dialog.
- f) You can now see what plugins are active when you join a multiplayer game.
- g) Artifacts in a monster's inventory may now be switched with the control bar. (new preference)

5.2 Important Bugfixes

- a) 7 separate causes of Out Of Sync have been fixed.
- b) Multiple causes of crashes have been fixed.
- c) The 1.5 territories scoring bug has been fixed.
- d) The Deceiver will now once again be released on the level Murder of Crows when your unit drops the crystal.
- e) A major cause of disappearing dwarf bottle contrails, explosions and the like has been corrected.

5.3 Metaserver-related Changes

- a) Myth will now log information when connecting to a metaserver for easier debugging of problems.
- b) Fixed a problem where Myth would sometimes fail to correctly save the metaserver password in preferences.
- c) Myth will now create a preference folder within the metaserver/plugin/ folder if not present, making prefs save correctly after a server switch.
- d) In the room lobby, team games will now show maximum # of teams if set.
- e) In the Player Stats dialog, your profile text won't be reset to blanks if you hit OK before the information has been received from the server.
- f) The metaserver room selection popup will now only draw the background for the rooms that are available, not covering up the bottom part of the screen when not needed.
- g) In the Player Search listbox, player names with custom formatting ([b |i etc) will no longer affect the formatting of the room name.
- h) Fixed the error where you would not be able to host a new game, receiving error -4994 "Could not connect to listening socket".
- i) Maps with very long names will no longer prevent other game information from displaying in metaserver rooms.
- j) In the room lobby, Myth will now divide long chat messages into several shorter messages rather than truncating them.
- k) Much more detailed error messages will now be displayed when attempting to join a red game.
- l) The text corruption in the Preferred Games dialog has been fixed.



5.4 Gameplay Bugfixes

- a) You will no longer be able to trade units that are not available on the current difficulty level using the unit trading dialog.
- b) Fixed an issue where units wouldn't detach when they are supposed to.
- c) The cause of journeyman/heron "double healing" has been fixed (1.4 bug).
- d) The rare (and cosmetic) "archer moonwalking" bug has been fixed.
- e) Fixed the bug when a unit would erroneously remain on the mesh if it was ordered to taunt just as it was entering the world knot.
- f) Units that are marked or scripted as uncontrollable will not count in scoring.
- g) Fixed a bug in deathmatch in which a team could become eliminated.
- h) Closed another loophole that allowed units to stray onto impassable terrain.
- i) In neutral observer co-op games, it is no longer possible for all players to end up being on the observer's team.

- j) In neutral observer co-op games, when all players except the host drop, the game will now end properly instead of being frozen forever like before.
- k) If you're typing text to yell or whisper in-game and a unit you have selected dies, your typing will no longer be reset.
- l) The cause of dwarf bottles "bouncing" when they hit soulless in vTFL has been fixed.
- m) Anticlump no longer makes units turn in curves or slows them down 10%.
- n) Shift-I now discards the currently held projectile immediately rather than displaying the inventory list.
- o) When stoned monsters are converted, they will now remain stoned instead of walking around in a bugged semi-stoned state.
- p) Fixed a chain-lightning bug that would occur if the unit's target was killed just as it was attacking.
- q) Stoned units will no longer complain when hit by friendly fire.
- r) A failed charm attack will no longer cause the opponent to lose his or her selection.
- s) Fixed the monster override LPGR remaining after an artifact switch.
- t) Confusion will no longer make stoned and paralysed monsters enter a semi-stoned/paralysed state; instead, these monsters will remain stoned or paralysed.
- u) Units will no longer complain when they are getting healed with a negative-damage attack, nor will the healers apologize.
- v) Paralysis damage will now be affected by a monster's artifact's monster override's effect modifiers.
- w) Flying units will now be able to fly over solid scenery.

5.5 Interface Bugfixes & Enhancements

- a) In the New Game dialog, a new tab has been added that allows one to select the difficulty level before playing.
- b) In the plugin selection dialog, the REQUIRES text will now be correctly cleared when the plugin gets de-selected.
- c) In the post game lobby, when the game is restarted, you will no longer have your selection in the player list reset.
- d) Fixed an issue when the numerical representation of the battles survived in the unit's status bar would be incorrectly displayed.
- e) The stats dialog at the end of viewing a recording will now show perm stats if available.
- f) Co-operative games will show difficulty level in status bar after the mesh name now.
- g) Myth will now correctly display seconds when planning time is 1:30 or 2:30.
- h) Pregame information will now correctly show up when playing certain maps with two different tagsets enabled.
- i) The postgame singleplayer screen will now display difficulty level next to the level name.
- j) The font and interface tags in the local folder will now be loaded when playing on a metaserver. This enables players to use their own custom fonts in multiplayer games.
- k) A Yes/No warning dialog will be presented when trying to view a film that requires a missing tagset.
- l) Support for 1280x800 and 1280x768 resolutions has been added.
- m) The status and control bars will now be drawn correctly on some resolutions.
- n) Fixed a minor glitch where the game description wasn't being updated for co-op games when Teams checkbox was checked or unchecked.
- o) The plugin list in the plugin selection dialog will now always be sorted alphabetically.
- p) You may no longer end up with an interface tab showing the wrong content.
- q) The boot player and kick player from team buttons in multiplayer game lobby will no longer sometimes become enabled with no players selected.



5.6 Platform Specific Changes

Mac OS Specific Changes (both OS X and 9):

- a) You can now set Myth to use the same keyboard layout as your System does in the preferences. (Before, only the Qwerty layout was available.)
- b) The options dialog that is presented when Myth is launched for the first time is now movable and has a new Quit button.
- c) Myth will now get the default user name from the system correctly when launched for the first time.
- d) Myth will now take significantly less CPU time when in dialogs such as the metaserver lobby.

Mac OS X Specific Changes:

- e) Reduction of CPU usage when using OpenGL, resulting in smoother and more responsive gameplay.
- f) In TCP/IP mode, games hosted on your LAN will now be properly listed.
- g) In windowed mode, Myth will no longer pan the camera when in background.
- h) Fixed some issues related to cutscene playback.
- i) When running on Mac OS X OpenGL in windowed mode on main menu, and 640x480 non-windowed mode for gameplay, the resolution will now be correctly restored at the end of a game.

Mac OS 9 Specific Changes:

- j) Keystrokes and mouse clicks will no longer "bleed through" if Myth is not the frontmost application.
- k) Support for right-clicks has been restored from earlier versions, and Myth will now correctly detect them (if you use a utility such as USB Override).
- l) Added support for Windowed Mode.
- m) Myth II no longer requires you to have the OpenGL extensions present in order to launch.
- n) Fixed in-game dialogs not displaying correctly sometimes under RAVE.



Windows Specific Changes:

- o) Myth will now invariably use the directory of the exe for its default directory rather than the startup directory. What this means is that if Myth is started in a non-normal way (for example you try to open a file with Myth, or another program launches Myth), it will still function correctly.
- p) New high resolution icons have been added for the game.
- q) The game can now play using OpenGL under windows. This is especially recommended for those that are having problems (such as input or graphics lag) with Direct3D rendering.

5.7 Bugfixes & Features & Stuff that doesn't fit into the above.

- a) Fixed an annoying rendering issue that caused steep hills to be cut off and triangles of deep underwater mesh to be rendered near the top of the screen.
- b) Fixed a problem with TFL cutscenes that are shown when playing Fallen Levels having an incorrect color tint.
- c) The loading time for maps has been improved – in many cases it's more than halved, depending on your CPU and HD speeds.
- d) The low-res software rendering mode has been removed because it was causing display problems and not giving any real boost to performance. Also, the F5 key now does the same thing as F12, for keyboards where the F12 key is unavailable for use.
- e) There is a new control preference to make the mouse wheel cycle through a unit's inventory.
- f) For units that make use of the 1.5 artifact switching feature, artifacts of the same type in their inventory will now be grouped together.
- g) Artifacts marked as "cannot be discarded" should not appear in a discard inventory.
- h) Artifact special ability override attacks can now target friendly units.
- i) Artifacts that override monsters will no longer cause them to use different spelling, names, flavours and sounds.
- j) When a monster is set to carry 1 artifact max, it will now still display the inventory menu, so players can chose to still switch to None.
- k) Shift-I no longer displays an inventory of objects to discard. Instead it immediately drops the currently active object.
- l) If a monster's LPGR is set to "use owner's color table", it will now actually use the monster's colors, instead of using defaults.
- m) Myth will now try to use Direct3D/RAVE/OpenGL with a resolution over 640x480 if available when it is launched for the very first time, rather than going to software mode 640x480.
- n) Fixed the bug where an activated tagset would prevent the prologue journal entry from playing.
- o) Myth will now be better at verifying game preferences, specifically for the versionID stored in them. This eliminates some join-game bugs.
- p) Myth will now check and refuse to start if the required Patch files are not present.
- q) Myth will now warn the user of possible crashes when turning on the 3D Sound option.

5.8 Mapmaking Features

- a) A new debugging feature for mapmakers: Shift-PageDown toggles the display of current object, projectile, local projectile, and monster counts and limits for easier debugging of map problems.
- b) The Acceleration projectile feature will now work outside of vTFL.
- c) Mapmakers can now define a mesh as using anticlump or vTFL, regardless of what the player selects (requires Windows Fear v1.5.1).
- d) Mapmaking Enhancement: Morale code brought across (and improved) from Myth III (requires Windows Fear v1.5.1).
- e) A mapmaker may now specify that a mesh requires a certain tagset plugin to be active. This prevents confusion and crashes when hosting a 3rd party map that needs a tagset.
- f) The model limit on a mesh has been increased to 512 from the previous maximum of 128.
- g) Added a new "ignores area-of-effect damage" object flag for mapmakers to use.

6. Credits

Michael Baltaks, Programming
Paul Bucher, Programming & Team Leader
Chris Dreessen, Programming
Yotam Gingold, OpenGL Programming
Paul Jaeger, Programming
Bill Keirstead, Mac OS X Programming
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